

CLAIMS

What is claimed is:

- 1 1. A system for entity programming, comprising:
- 2 an entity player for invoking an entity, wherein the entity includes
- 3 a plurality of methods;
- 4 an entity editor connected to the entity player; and
- 5 at least one control device connected to the entity player,
- 6 wherein the entity player invokes the entity methods in accordance with
- 7 the control device.
- 1 2. A method for entity programming, comprising:
- 2 selecting an entity wherein the entity includes a plurality of
- 3 commands that are associated with the entity; and
- 4 selecting at least one entity command.
- 1 3. The method of claim 2, wherein the step of selecting the entity
- 2 commands is performed through the use of an entity editor.
- 1 4. A method for entity programming, comprising:
- 2 downloading an entity, wherein the entity is associated with a
- 3 plurality of commands;
- 4 opening the entity in an entity editor to determine the plurality of
- 5 commands associated with the entity;
- 6 selecting at least one command; and
- 7 constructing a message from the selected command.

- 1 5. A method for entity messaging, comprising:
- 2 downloading an entity, wherein the entity is associated with a
- 3 plurality of commands;
- 4 opening the entity in an entity editor to determine the plurality of
- 5 commands associated with the entity;
- 6 selecting at least one command;
- 7 constructing a message from the selected command; and
- 8 sending the message.

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